

What is claimed is:

1. A toy learning apparatus using a cyber community comprising:  
a cyber community having a cyber character which grows by learning in

5 online; and

a toy which grows by receiving experience of the cyber character or  
experience of a user's learning.

2. The apparatus of claim 1, wherein the cyber community is  
10 performed in a network server which provides cyber character information of a  
user and cyber character information of another user.

3. The apparatus of claim 1, wherein the cyber community is  
15 performed in a performance apparatus for outputting the information of the cyber  
character.

4. The apparatus of claim 1, wherein the cyber community is  
performed in a network server for supplying an operation data for the toy and a  
performance apparatus for providing an upgrade program provided from the  
20 network server.

5. The apparatus of claim 1, wherein the cyber community  
comprising:

a home (family) for rearing a cyber character;

25 a school in which the cyber character learns audio information such as

music and voice, motion and gesture; and

a robot education center for upgrading program of the cyber character or  
downloading operation data and an information center for providing data such as a  
shopping mall, news and weather while the cyber character acts as a shopping  
guide.

6. The apparatus of claim 2, wherein the network server is  
characterized that programs for synchronizing the cyber community are provided  
to respective users to contact with the cyber character of another users.

7. The apparatus of claim 1, wherein the cyber character is  
composed of a cyber character which exists only in a cyber community and a  
cyber character of a user who represents the toy in the real world.

8. The apparatus of claim 1, wherein the performance apparatuses  
are a computer, mobile phone and PDA, which have wire and wireless  
communication functions.

9. The apparatus of claim 1, wherein the toy exhibits motion of a  
level corresponding to experience of the cyber character in the cyber community  
and learning by the user or outputting an audio information.

10. The apparatus of claim 1, wherein the toy comprising:  
a sensor for sensing an outside pulsation;  
an input apparatus for inputting an image, audio information and letters;

and

a communication apparatus for wire and wireless communication.

11. The apparatus of claim 1, wherein the toy has a memory for  
5 memorize the information by learning and an input/output unit for exchanging  
information with another toys.

12. The apparatus of claim 11, wherein the memory of the toy is  
detachable and can be replaced by a memory of another user.

13. The toy learning method using a cyber community comprising the  
steps of:

having the toy study by controlling a certain part of the toy or a remote  
controller or using an information input means such as an audio information and  
15 then storing the experience information in the memory;

reflecting the experience information of the toy on the activity of the cyber  
character in the cyber community according to the experience information of the  
toy by transmitting the experience information to the network server;

having the toy learn by transmitting the experience information according  
20 to the activity of the cyber character in the cyber community; and

upgrading the operating/application program corresponding to the extent  
of learning of the toy.

14. The method of claim 13, wherein the performance apparatus is  
25 used to operate the cyber community by downloading the program for operating

the cyber community and the data information from the network server to reduce the amount of data which is transmitted between the network server and the performance unit.

5           15.     The method of claim 14, comprising the steps of:

reflecting the information such as the learning result, characteristic, state of feeling and the degree of growth/intelligence on the activity of the cyber character which represents the toy in the cyber community; and

10           reflecting the experience information by the activity of the cyber character on the activity of the toy by transmitting it to the toy.

16.     The method of claim 15, further having the step of updating the operating/application program corresponding to the extent of learning of the toy.

15           17.     The method of claim 13, wherein the memory of the toy has a number of memories in a toy and accordingly, the memories have the toy grow to have different experiences respectively by replacing the respective memories.

18.     The toy comprising the steps of:

20           turning on the power supply of the toy;

selecting a user questioning the mode of the user by the toy;

selecting a default user in case the user mode is not selected;

reflecting the experience information of the toy on the cyber character in online according to the selected user and accordingly, changing the activity of the  
25   cyber community; and

reflecting the experience of the cyber character in the cyber community in  
online on the current status of the toy and changing the action of the toy.

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